

VIDEO GAME CARTRIDGE  
FOR THE ATARI 2600™ VCS™

ATARI 2600

# POLE POSITION\*

FAST-PACED TRACK FUN!



\*POLE POSITION is engineered and designed by Namco Ltd.  
manufactured under license by Atari, Inc. Trademark and © Namco 1982.



**NOTE:** Always turn the console **POWER** switch **OFF** when inserting or removing an Atari Game Program™ cartridge. This will protect the electronic components and prolong the life of your Atari 2600™ Video Computer System™ game.

## GAME SUMMARY

POLE POSITION consists of two races: the Qualifying Lap and the Grand Prix. In both races you're racing against time and other cars. The longer you race and the more cars you pass, the more points you score. You earn 10,000 points for completing a lap and 50 bonus points for each car you pass. A lap is one complete circuit of the race course (see diagram).

The Qualifying Lap is 90 seconds long, but you must complete it in 73 seconds (L/73"00) or less to qualify for a position in the Grand Prix.

If you don't qualify, you can continue racing until the Race Timer counts down to zero. Then your car stops, a bonus for the number of cars passed is added to your score, and the game ends.

If you qualify, your car is positioned for the Grand Prix and a bonus for qualifying is added to the 10,000 points you scored for completing the lap. The faster your lap time, the better your position and the bigger your qualifying bonus (see **SCORING**). Go for

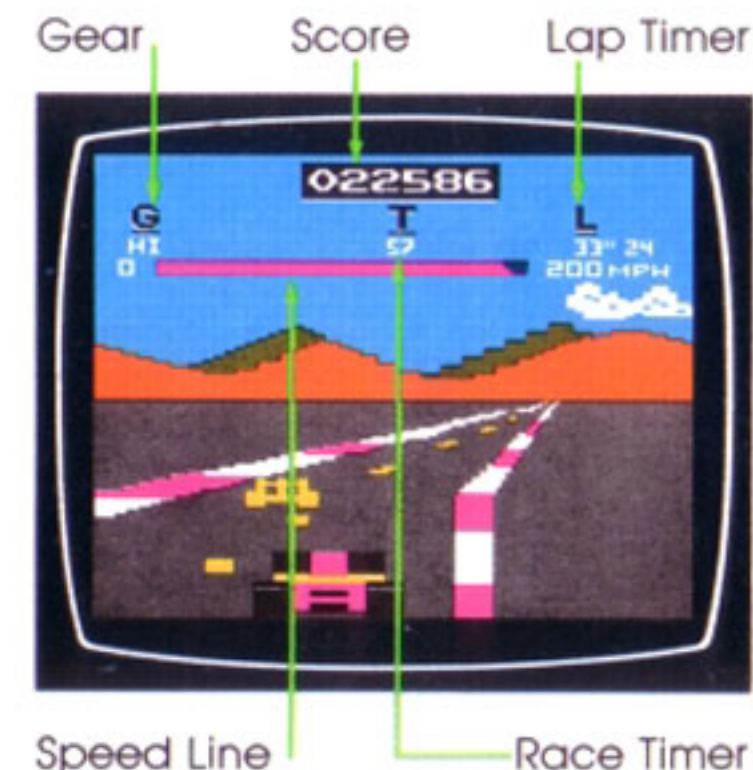
the **POLE POSITION**, the number one starting spot. It's worth 4000 bonus points.

In the Grand Prix, your object is to finish the race in the shortest possible time. At the end of the last lap, a time bonus for each second left on the Race Timer is added to your score, in addition to a bonus for number of cars passed.

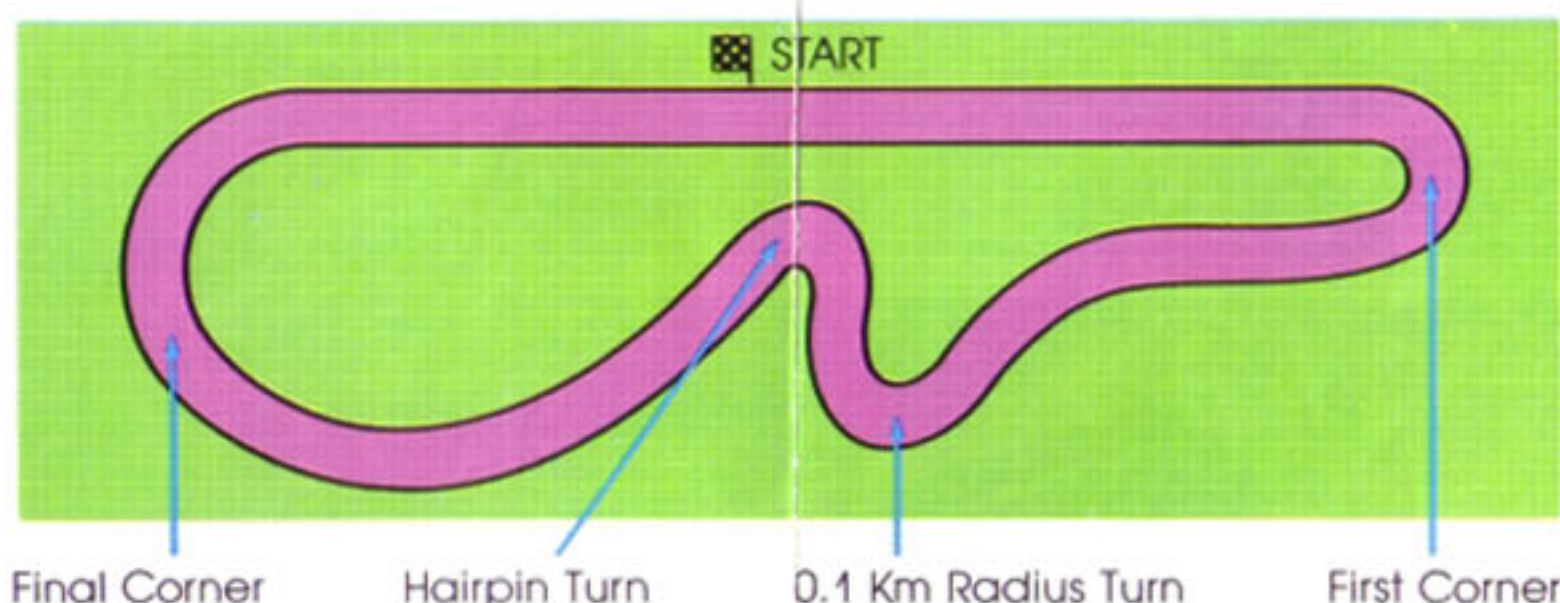
The race is four laps long. Complete each lap before the Race Timer runs out to earn "extended play" time and go on racing. If the timer runs out before you finish a lap, your car stops, your passing bonus is added to your score, and the game ends.

Your score, the gear you're in (LO or HI), the Race Timer (T), the Lap Timer (L), and the Speed Line (0 to 200 mph) appear at the top of the screen.

Press the red button on your Joystick Controller or **GAME RESET** to start the Qualifying Lap. See **CAR CONTROLS** for steering, shifting, and braking instructions.







## GAME PLAY

**QUALIFYING LAP.** Fanfare music signals the start of the Qualifying Lap. Your car starts automatically in low gear. When the red Speed Line is about halfway to 200 mph, shift down into high gear. Now all you have to do is finish the Qualifying Lap in 73 seconds or less and pass cars without crashing into them.

**GRAND PRIX.** Get set when you hear the three low warning tones and GO on the high-pitched tone.

Checkered flags flash in the score counter when you're close to the end of a lap. When you finish a lap, four short notes sound, your car flashes, and extended play time is added to the Race Timer. Check the Race Timer at the start of each new lap so you'll know how much time you have to complete the lap.

**REMEMBER!** If you fail to beat the Race Timer on any lap, your car stops, your passing bonus is added to your score, and the game ends.

After the fourth lap, your time bonus (200 points for each second remaining on the Race Timer) and passing bonus are added to your score. Then your total time for the race (in seconds) flashes alternately with your final score.

**CRASHING.** Crashes aren't fatal, but they slow you down, and lost time means lost points. Cars can switch lanes, so watch out!

**RUNNING OFF THE TRACK.** Running on the red-and-white shoulder slows you down a lot, but sometimes it's the only way to avoid a crash.

## CONSOLE CONTROLS

Hold the Controller with the red button to your upper left, toward the television screen.

Press the red controller button or **GAME RESET** to start the Qualifying Lap. Press **GAME RESET** to interrupt a race and return to the Qualifying Lap. **GAME SELECT** and the two **DIFFICULTY** switches have no function in this game.

## CAR CONTROLS

**STARTING.** Your car starts automatically in low gear.

**SHIFTING GEARS.** Move your Joystick up for low gear, down for high gear. Top speeds are 100 mph in low, 200 mph in high.

**STEERING.** Move your Joystick right to steer right, left to steer left.

**BRAKING.** Press the red controller button.

## SCORING

■ **Passing Bonus:** 50 points for each car passed.

■ **Time Bonus:** 200 points for every second left on the Race Timer at the end of the last lap of the Grand Prix.

■ **Qualifying Bonus:**

| Position      | Lap Time (seconds) | Points |
|---------------|--------------------|--------|
| POLE POSITION | 58''50             | 4000   |
| 2nd           | 60''00             | 2000   |
| 3rd           | 62''00             | 1400   |
| 4th           | 64''00             | 1000   |
| 5th           | 66''00             | 800    |
| 6th           | 68''00             | 600    |
| 7th           | 70''00             | 400    |
| 8th           | 73''00             | 200    |

## HELPFUL HINTS

■ Shift into low gear after crashing. It will take you less time to get back up to speed.

where you can make time.

■ Stay in the center on straights so you can easily pass to the left or right of other cars.

■ Take the inside lane on curves whenever possible. If you have to pass, it's easier to shift from the inside lane to the outside lane than the other way around.

■ Try to keep your car as straight as possible to avoid skids. Skids slow you down.







Call toll-free:  
(800) 672-1404 (in California)  
(800) 538-8543 (Continental U.S.)

Atari welcomes your comments. Please address all correspondence to:

Atari, Inc.  
Customer Relations  
1312 Crossman Avenue  
Sunnyvale, California 94086

#### GAME CARTRIDGE LIMITED NINETY DAY WARRANTY

ATARI, INC. ("Atari") warrants to the original consumer purchaser that your ATARI® Game Program cartridge is free from any defects in material or workmanship for a period of ninety days from the date of purchase. If any such defect is discovered within the warranty period, Atari's sole obligation will be to replace the cartridge free of charge on receipt of the cartridge (charges prepaid, if mailed or shipped) with proof of date of purchase at either the retail store where the cartridge was purchased or at one of the ATARI Regional Service Centers listed below:

Atari, Inc.  
1312 Crossman Ave.  
Sunnyvale, CA 94086

Atari, Inc.  
5400 Newport Dr.  
Suite 1  
Rolling Meadows, IL 60008

Atari, Inc.  
12 B World's Fair Dr.  
Somerset, NJ 08873

Atari, Inc.  
2109 East Division St.  
Arlington, TX 76001

This warranty shall not apply if the cartridge (i) has been misused or shows signs of excessive wear, (ii) has been damaged by being used with any products not supplied by ATARI, or (iii) has been damaged by being serviced or modified by anyone other than an ATARI Regional Service Center.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE. CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM A BREACH OF ANY APPLICABLE EXPRESS OR IMPLIED WARRANTIES ARE HEREBY EXCLUDED.

Some states do not allow limitations on how long an implied warranty lasts or do not allow the exclusions or limitations of incidental or consequential damages, so the above limitations or exclusions may not apply to you.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state.



A Warner Communications Company 

ATARI, INC., Consumer Division, 1312 Crossman Ave., P.O. Box 61657, Sunnyvale, CA 94086

C019741-94 REV. A 2694